**Technical Design:**

**Character Stats**

**(Needs testing)**

**“Tank”**

**HP: 180**

**ATK: 60**

**Knockback: 1/4th of the screen**

**Hit speed 1 every 2 seconds**

**“Range”**

**HP: 60**

**ATK: 30**

**Range one screen length**

**Projectile speed (Not found yet, enough to jump away from while half the screen away, not slow enough to dodge closer than that)**

**Shot speed 1 per second**

**“Fighter”**

**HP: 120**

**ATK: 45**

**Hit speed: 2 a second**